# Success Stories in Software Reuse & UI Development

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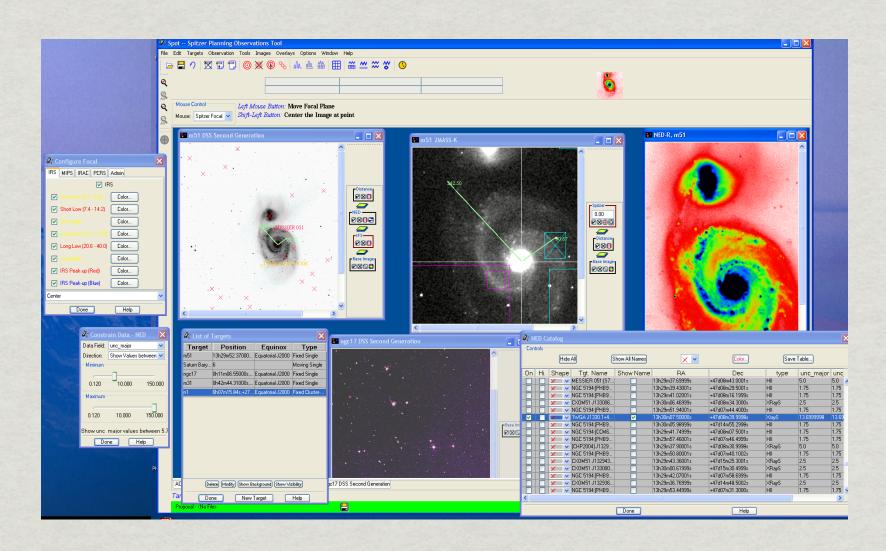
#### Goals

- \* Starting Reuse early
- \* Effective UI development
- \* Rant

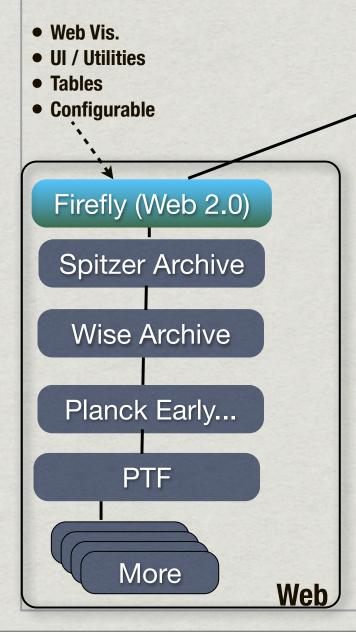
## Spot Development

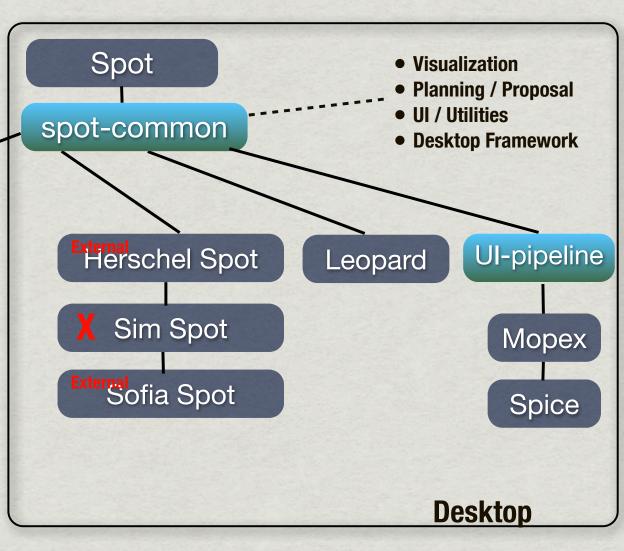
- \* Started 1999
- \* Java Desktop Application
- \* Spitzer planning tools
- \* No re-use planed

#### Spot



#### Reuse History





## Challenges

Firefly (Web 2.0)

- \* Visualize FITS on the Web Never been done
- \* Interactive UI

Ease of Use

- \* Easy data selection and download
- ★ Configurable for multiple archives ← Reuse

  \$\$\$ Saver

#### What is Firefly?

Firefly (Web 2.0)

- \* Web based / AJAX / GWT
- \* Framework for archive UI
- \* Highly integrated
- \* Web FITS visualization
- \* Spectrum visualization
- \* "Excel-like" table features

- \* Scalable
- \* User-friendly
- \* Configurable

#### **UI** Features

Firefly (Web 2.0)

- \* Complexity hidden
- \* Field validation
- \* Iterative target lookups
- \* Backgrounding jobs
- \* Search histories
- \* Help, Tool tips

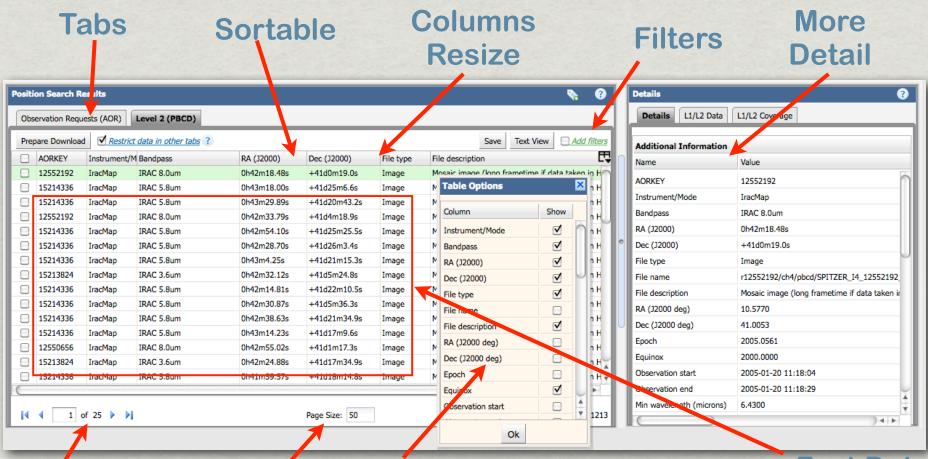
- \* Preferences
- \* Data packaging

#### Advantages

Firefly (Web 2.0)

- \* Consistent Look & Feel
- \* Time Saver
- \* Cost Saver
- \* Less learning curve
- \* Focus on one development
- \* Synergy across projects

## Paging Scroll Table



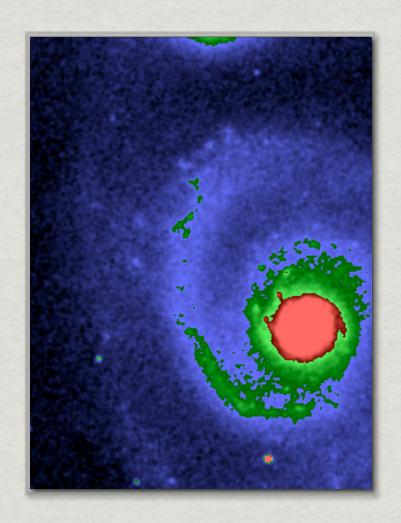
**Paging** 

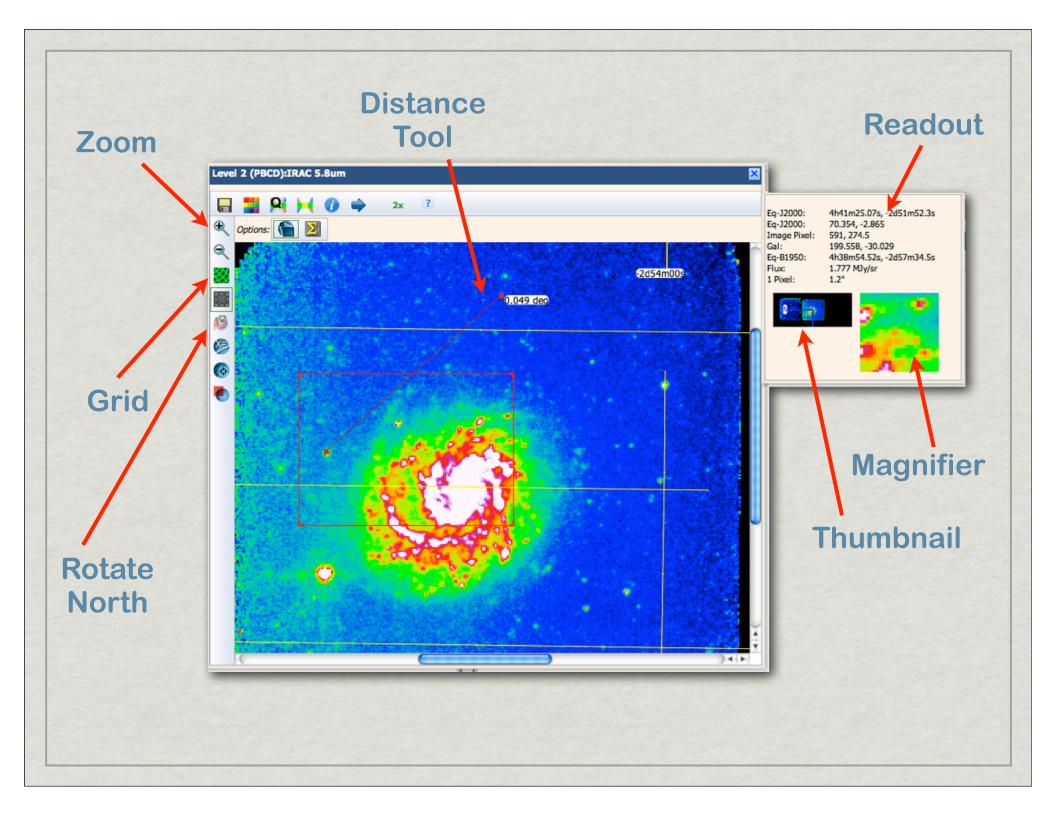
Page Size

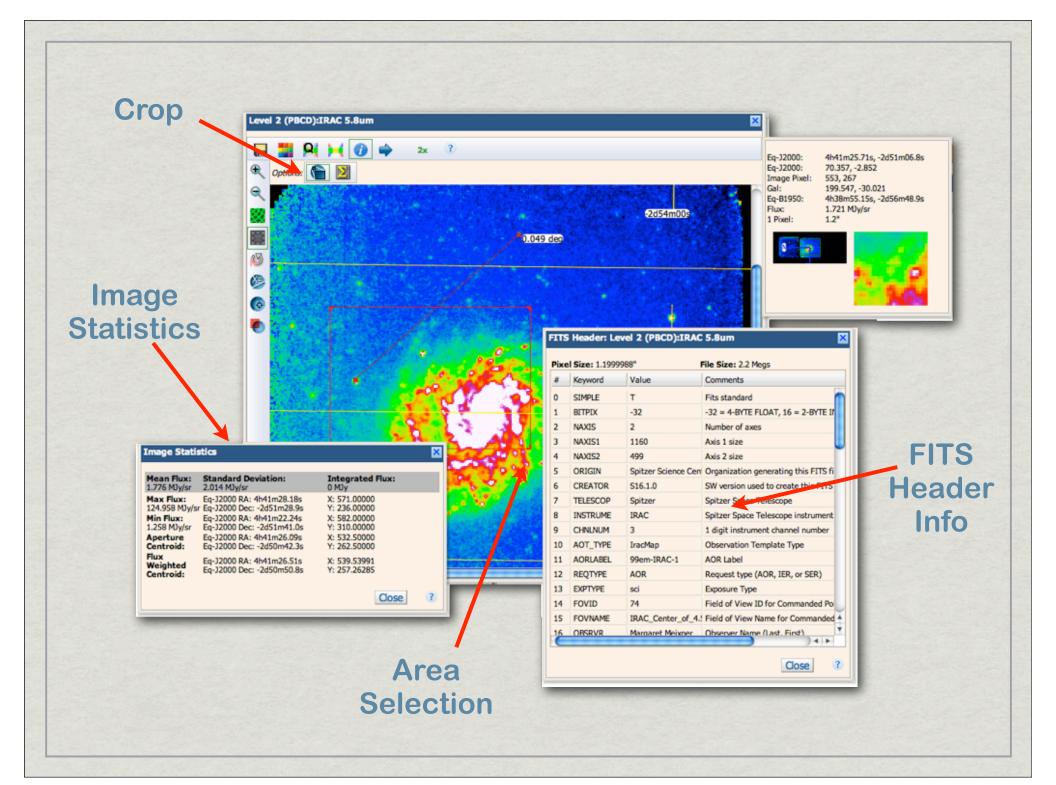
**Column Control** 

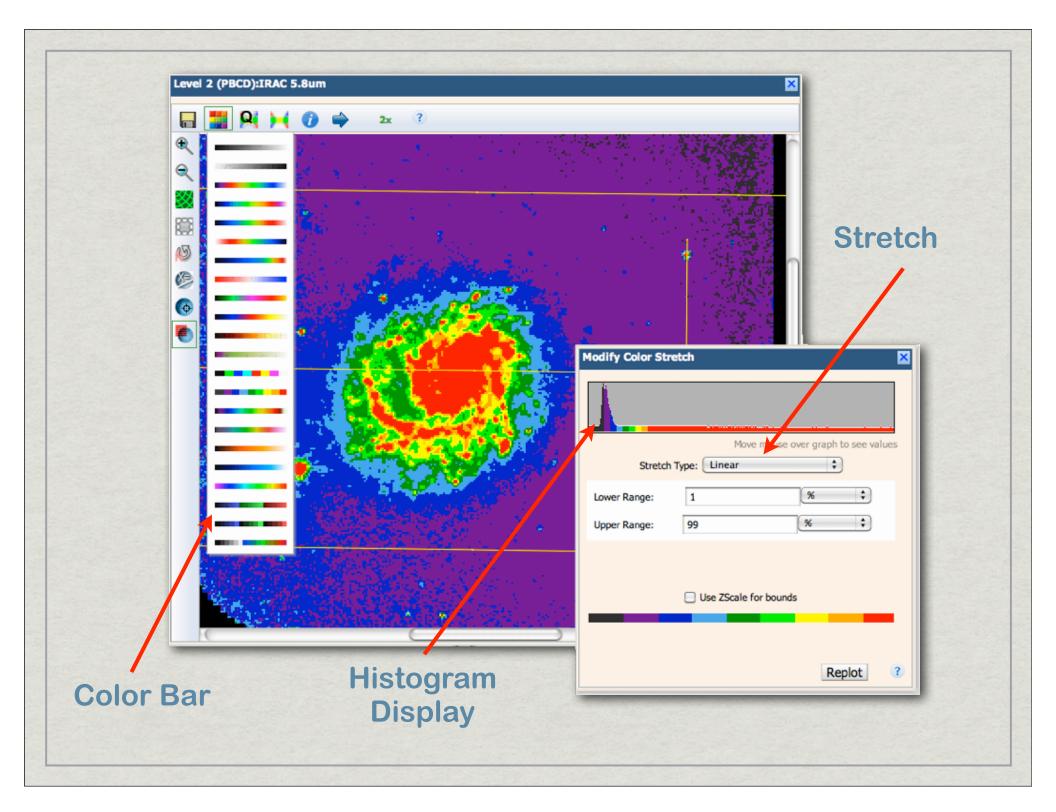
Fast Data Display

#### **Visualization**









## Firefly Reuse Challenge



SOFIA IRAS PLANK

SPITZER 2MASS

DENIS MSX PTF

WISE LEGACY

BOLOCAM IRTS HERSCHEL

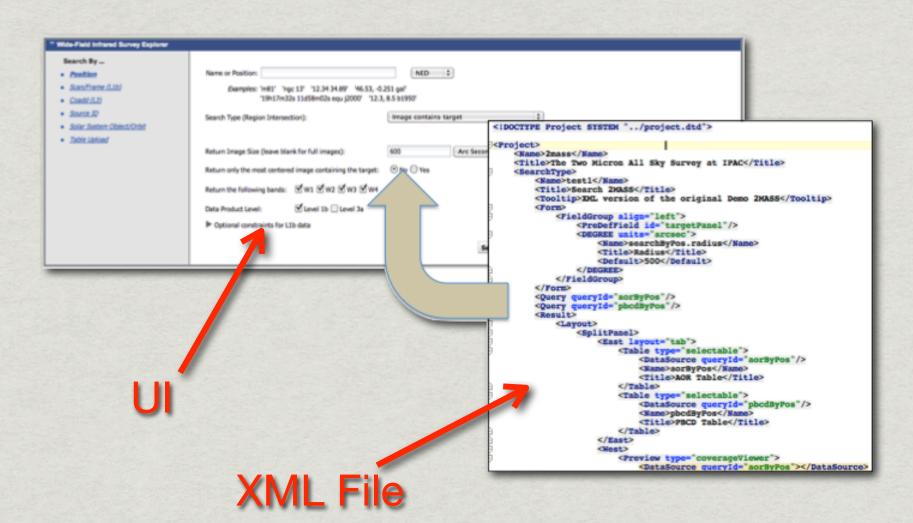
Requirements: Moving Target

#### It gets worse.....

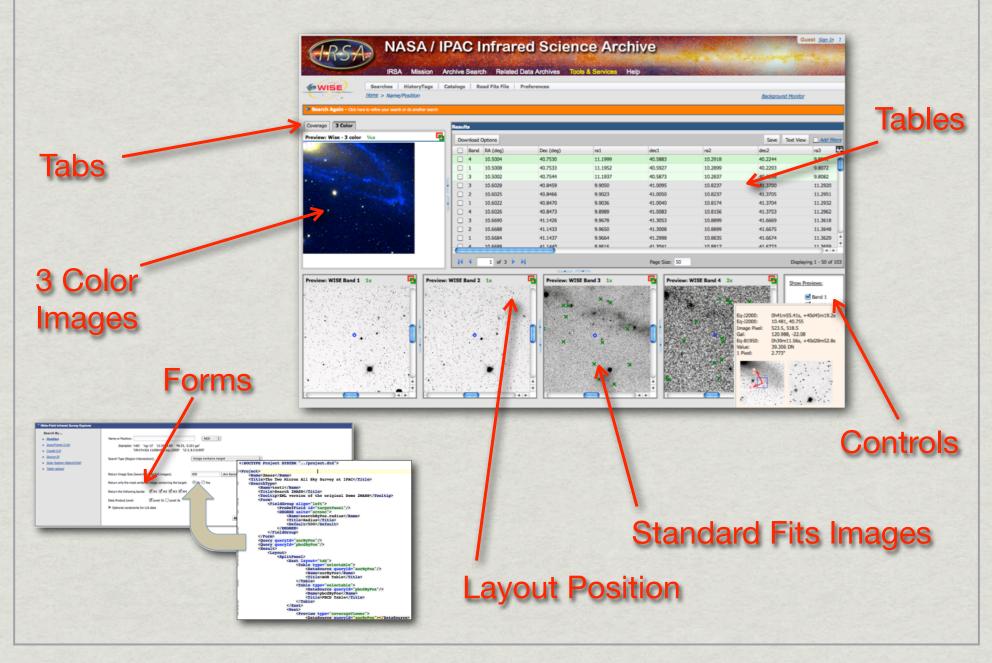
#### AJAX UI Web Development Is Hard

- \* Desktop-like UI
- \* Event oriented
- \* Asynchronous
- \* Multi-browser testing required
- \* Complex layout & interaction

## Configurable Interface



#### Each Component & Behavior Configurable



### Flexibility: Huge Benefits

- Separates Data services from UI
- \* Supports specific needs
- \* Very little code
- \* Sharing capabilities
- \* Consistent UI
- \* Cost savings

- \* Fast changes
- \* Quick development
- \* End user focus
- \* Synergy
  - → Testing
  - → Features
  - Support

#### **UI** Conclusions

- \* UI need to be considered important
- \* Need a senior developer / visionary
  - → Error 1 : hire junior developer and leave him alone
  - → Error 2: Scientist with out strong CS skills
- \* Lots of skill out there

#### Reuse - Conclusions

- 1. Think about reuse from day 1
- 2. Use simple software engineering
- 3. Mix CS people & Science developers
- 4. Train Object Oriented
- 5. Team development

#### Rant

- \* Many large data set issues are software issues
- \* Quality software necessary for large data sets
- \* Quality software should be financed
- \* Long slow change but must start

# Appendix

## Use: Spitzer Heritage Archive

#### Many displays behind tabs

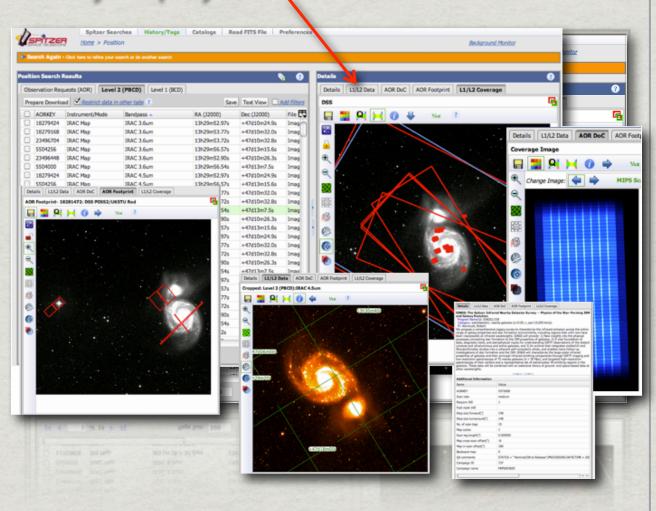
#### Released:

\* V1: Dec 2009

\* V1.5: June 2010

\* V2: March 2011

1-2 TB / Week



## Use: Planck Early Release Catalog

Click Here

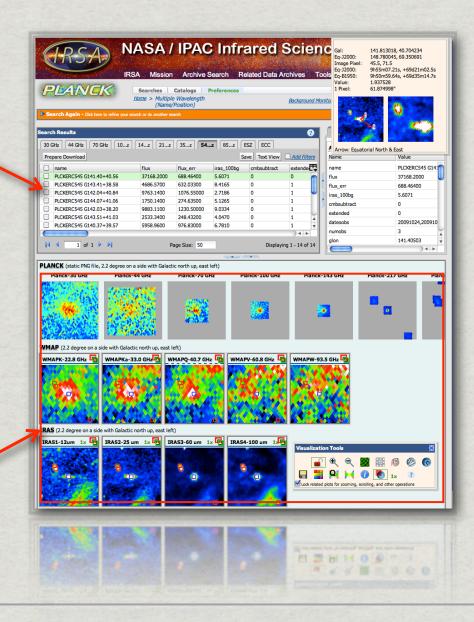
Released:

\* V1: January 2011

ESA mission with NASA participation

Multi-image analysis

All Change



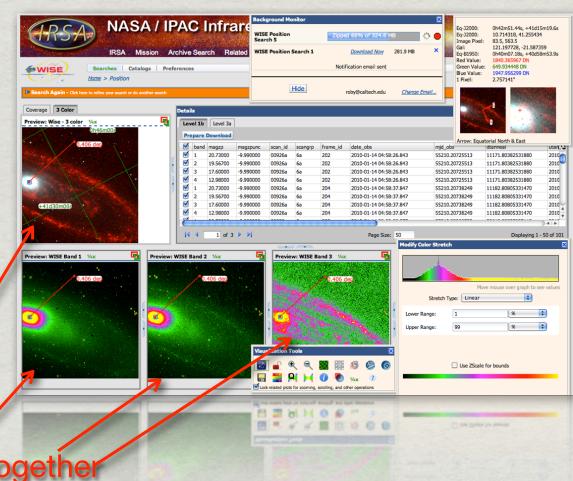
## Use: WISE Image Archive

Released:

\* V1: April 15, 2011

4 Images, plus 3 color

142 TB this year 260 TB next year



All move together